WACO WRAMBLINGS

Minutes for October Meeting
by Keith Hansen

The meeting was held Oct. 24th at Linda Medaris's house. There was no power available at the CMSU library where we usually meet, and since no one had a battery powered Atari...

First order of business was nominations for the upcoming elections. The following people were nominated for the indicated offices:

President: Keith Hansen/Marc Lebeau
Vice President: Keith Jackson/Lou Richardson
Secretary: Les Lynam/Roger Dunning
Treasurer: Linda Medaris
ST Librarian: Lou Richardson/Roger Dunning
8-Bit Librarian: Marc Lebeau

he elections will be held at the November meeting.

President Les Lynam encouraged ST owners to bring demo's and write articles for the newsletter.

Treasurer Linda Medaris reported we had a total of $149.71 in the bank.

We have 3.5 inch disks for sale at $1.25 each and 5 1/4 inchers for $.50 each (for members. Add a dime ea. for non-members).

The idea of upgrading the BBS to better software and a 1200 BPS modem was brought up and bandied about awhile. A good idea, but where does the $$$ come from? Who knows.

The November meeting will be at the CMSU Library Auditorium on Nov 21 at 2PM.

Then we got to the good stuff. Lou Richardson brought his "Magic Sac" and did a demo on Linda's 1040ST. We saw "EXCEL" and "MACWRITE" and various other Macintosh titles. The ST, with its relatively large screen, and Mac software make a very impressive combination. We've all heard about the "Magic Sac", but for many of us this was our first opportunity to see it in action. Special thanks to Lou. Les did a demo of the "Rainbow DOS" for us 8-bitters. It's a graphics DOS which allows the user to load graphics screens straight from the operating system without special programs. Check out those MicroIllustrator files without loading MicroIllustrator! Interesting. The meeting was adjourned and we watched the Cardinals play the Twins in the World Series. Thanks to Linda for the use of her house, ST and XE!

Election '87
by Les Lynam

I just was looking over some of the newsletters that we exchange with and saw a mention of elections at KC-ACE, "Who will be prez next year? If you don't vote, it could be YOU!" I cringed as I thought about how hard it was to get anyone to run for any of the offices of our club during the nominations at the October meeting. I know that many of us computer nuts spend an hour or more every day at our keyboards, but somehow when it comes time to take responsibility to keep the club going everyone is suddenly too busy. As one of the three people who founded this club, I can tell you that I am too busy, too. I work a 40 hour per week job, have a family that likes to see me, have just finished a Master's Degree, am still taking some classes, and yet I still find the time to plan meetings for the club, do at least one demo almost every month, answer questions on the BBS, upload programs to the BBS, write at least one article for the newsletter every month, help put the newsletter together, assemble it, fold it staple it, put labels on it and lick the stamps. In the past three years I have been President twice and treasurer. No, I didn't have a lot of spare time to do all these things, I had to make time. I did it mostly because I thought it was worthwhile to have a local Atari user group, to share ideas, help newer users, put together a PD library of useful programs. But I guess I've reached what they call "burnout". I'm not going to hold it all together anymore folks. If some other people don't start taking some responsibilities, there just might not be a local Atari user group to go to. Here is another little item I came across in the KC-NACE newsletter. They quote it from the "Portland Users of 99's".

How to Kill a Users Group

1. Do not attend meetings, if you do, arrive late.
2. Be sure to leave the meeting before it's over.
3. Never offer your opinion at a meeting, wait until you're outside.
4. When at a meeting, vote to do everything, then go home and do nothing.
5. The next day, find fault with the officers and your fellow members.
6. Take no part in your organization's affairs.
7. Sit in the back and start up your own meeting with one or more members during discussion periods; if you keep it low no one will notice.
8. Get all the organization can give and give nothing in return.

ST News and Views
by Keith Jackson

This is my first article for WACO Wramblings although I have been a member of the group for over a year now. I recently purchased my first 16 bit computer, an ATARI 1040ST. Since purchasing my ST I have developed a renewed interest in micros. I feel like a kid on Christmas morning with new toys. Even though I am a senior in college majoring in Computer Information Systems, I am really excited over my new equipment! One would think that I would get my dose of computers on a regular basis. Well...I do. However, that is mainframe programming. I find micro- computer programming and software much more exciting! Anyway, I hope to make this column a regular feature of WACO Wramblings.

While reading the November 2, 1987 issue of Computerworld I found an interesting article concerning good ol Atari Corp. This article is talking about an announcement by Atari Corp. at the Fall Comdex. It is somewhat short so I will quote it verbatim.

Atari Corp. is expected today to announce the availability of a real-time, multiuser, multitasking operating system for its ST and Mega personal computer lines.

The Idris operating system Version 3.0 from Whitesmiths Ltd. in Concord, Mass., was ported to the ST and Mega lines by Computer Tools International, Inc. in Federal Way, Wash.

Idris was chosen for the port because, unlike Unix, it does not require the computer to have a hardware memory managaement unit, which the Atari ST and Mega lines lack, according to Pat Nesland, president of Computer Tools International.

Nesland said her company, which is an Atari OEM, made the port for itself but that Atari has opted to distribute the product.

"Because there is some market for programs running under Idris, these programs can be ported and will be available to our customer base," said Leonard Tramiel, vice-president of software development at Atari.

Idris, written by Whitesmiths President P.J. Plauger in 1979 as a Unix Version 6-compatible development system for the Digital Equipment Corp. PDP-11, involves no code license from AT&T, a company spokeswoman said.

Finally we ST owners will be able to have a multiuser and multitasking operating system! Although many of us will not have much use for such an operating system this decision by Atari Corporation will have a significant bearing on the continued development of the ST series as a serious business computer. This is especially true in Europe where the ST series is reported to make up 65 to 70 percent of world sales. Also, from reading other Atari newsletters it appears that Atari may be making other announcements at the Fall Comdex such as the vaporware CD ROM machine with its massive storage capacity of over 500 megabytes! Current Notes October 1987 issue hints that if Atari is announcing the CD ROM machine again then it "would be market ready." T'would be very, very nice to have SOOO MUCH storage capacity at ones fingertips! Come on Atari, give 'em big boys a run for their money!

I have owned Atari 8-bit equipment for over seven years now. I have wanted an ST computer since they first went on the market. However, I held off buying one because I was not sure that Atari was going to be able to survive. I have been an Atari fan for a long, long, time, and I still am, but lets face it, they have been struggling for the past few years. I decided to hold off for awhile to see how they were going to do. With all of the things happening now with Atari and the computer industry, I believe I made the right decision. In this authors eyes, Atari is going to be around for a long, long, time! GO ATARI! (No, I do not receive any compensation from Atari for saying this.)

If anyone out there, including members of the Atari Clubs we exchange newsletters with, has thoughts as to what he/she would like to see in this column, please send them to:

ATTN: Keith Jackson
W.A.C.O.
P.O. Box 199
Warrensburg, MO 64093

Some of the things I am thinking about doing for this column are having reviews of software, Atari and industry news, an open forum, and user software examples. If you have any thoughts, remarks, comments, or rebuttles, drop me a line or two.

Until next month, happy ST-ing!!!

Election '87

How to Kill a Users Group
(Continued)

9. Talk cooperation but never cooperate.
10. Never ask anyone to join the organization.
11. Threaten to resign at every opportunity, especially when things are not going your way.
12. If asked to help, always promise to do so, but be busy when called upon.
13. Never accept an offer; better to criticize than be criticized.
14. If, in a moment of weakness, you find you have gotten yourself on a committee, apply all of the above rules and let the chairperson do all of the work.
15. Do not do anything more than you have to, and when others give freely and willingly of their time and talents to help the cause, be the first to leap to your feet to remind everyone of that:

WHAT'S WRONG WITH THIS CLUB IS THAT IT'S BEING RUN BY A CLIQUE!!!

In part, I really hated to put that in here, because it is so negative and sarcastic, but also there are some things that need to be said, that those 15 rules say well. Call me a masochist, but I have enjoyed being involved in this club, and there have been a lot of fun times. It has however gotten to the point where it seems that there is nothing to the club that I haven't had my hands in, and in moments of frustration, I've said to myself, "if it wasn't for me, there wouldn't even BE a club." I finally had to come to the point to see if that were really true. That is why I refused to accept nomination for any of the senior offices. It seems to me that if I am the only reason that the club exists, then it doesn't NEED to exist anymore. So the ball is in your court now. For this club to remain active and grow, it is going to take some effort from YOU. If you enjoy the activities of this club, you will need to apply some effort to maintain them, maybe even EXPAND them. If it isn't important enough to you, then it will slowly fade away and disappear. This can be an exciting time. We have built a lot already. For a club that fluctuates its membership somewhere around twenty, we have a lot of things that clubs twice and three times our size don't have. We have a monthly newsletter, we have our own club sponsored and club purchased BBS, we have monthly meetings with 8-bit and ST demos of new stuff, we have a growing public domain library, and just started a PD ST library, we were one of the first 20 clubs in the US to be registered with Current Notes for discount subscriptions, we have a wealth of information coming in every month in the newsletters that we exchange with other clubs across this country. We DO have a lot. Don't give it up.

Prove me wrong. Prove to me that this club will not only survive, but grow without me handling every little thing. We could double the size of our newsletter, get a 1200 baud modem for the BBS, get more drives for the BBS (maybe even a hard drive!), have more special meetings each month for new users, or a telecommunication SIG, or a "Magic Sac" SIG, we can double or triple the size of our disk libraries. There is no limit to what we can do... except the limit that you set for yourselves. What would you like to see the most? Better newsletters? A bigger, faster BBS? More meetings? More software in the libraries? You don't have to do it all. Just pick something that you would like to see improved and start working on it. No one is going to yell at you for getting involved. If each member would take a project that they thought important, and apply just a little effort, we could have a really super club. Yes, even if we are small, we can have what the big clubs have if everyone will put out some effort. Can it happen? One good way to start is to come to the November meeting and vote! Everyone that has paid their membership dues will find a ballot in this newsletter. Those of you that haven't, pay your dues at the November meeting and we will have extra ballots for you. Your vote counts! Your membership counts! Be a part of this club. Be an ACTIVE part of this club! The following is a list (alphabetically) of those that are up for election this year:

President - Keith Hansen
Marc LeBeau

Vice-Pres - Keith Jackson
Lou Richardson

Secretary - Roger Dunning
Les Lynam

Treasurer - Linda Medaris

Libr. (8)   - Marc LeBeau

Libr.(16) - Roger Dunning
Lou Richardson

We already have so much, with your help, we can have MORE!

Beginning BASIC:

by Keith Hansen

SEARCH!

My last article discussed how to fake two dimensional string arrays in Atari BASIC. I built a very simple input routine and then promised to show you how to search it. The simplest way to search a string is just to sequentially compare each segment within the string to the substring you're looking for until you make a match. This is like starting with "A" and looking through the phone book one name at a time until you find "Zygowski". It could be a tad slow. The alternative is a jump search.

A jump search is called that because it "jumps" to the middle of the main string before it makes any comparisons: i.e.. it divides the   string in two. It then starts the comparison. If you're looking for "Brown" and the middle of the string is "Lane" then the program will automatically eliminate the entire second half of the string for search purposes. Why? Because "Brown" comes before "Lane" alphabetically. So the data MUST be in alphabetical order (or numerical order if it's numbers). Once the program has compared "Brown" to "Lane" it then divides the first part of the string in two and jumps to that location. Eventually it either finds "Brown" or gets close enough to search one name at a time without being terribly slow and then finds "Brown". Or else "Brown" isn't there to find. In a string with 1000 names you could find the required word in about eight comparisons. It would take about 12 comparisons in a string with 10,000 names. That's quicker than looking one name at a time. So let's look at the mechanicals.

```
5  REM DATA INPUT ROUTINE FROM LAST WACO
      WRAMBLINGS. SEE ARTICLE.
10 DIM INFO$(100),TEMP$(10),BLANK$(10):BLANK$="
    ":BLANK$(10)=BLANK$:BLANK$(2)=BLANK$
20 FOR LOOP=1 TO 10
40 INPUT TEMP$:REM INPUT TEN NAMES IN
          ALPHABETICAL ORDER!
50 LNGTH=LEN(TEMP$)
60 IF LNGTH<10 THEN TEMP$(LNGTH+1)=BLANK$
70 LOCATION=(LOOP-1)*10+1
80 INFO$(LOCATION)=TEMP$
90 TEMP$=" "
100 NEXT LOOP
105 REM SEARCH ROUTINE
110 N=10:REM YOU CAN CHANGE THIS TO EQUAL THE
          LENGTH OF THE SUBSTRING AS REQUIRED.
150 FIRST=N
```

```
160 SECOND=1
170 P=0
180 ? "Enter name";:INPUT TEMP$
190 LNGTH=LEN(TEMP$)
200 HALF=INT((FIRST+1-SECOND)/2)+SECOND:REM
          THIS DIVIDES THE STRING IN HALF
210 IF FIRST-SECOND<3 THEN 300
```

IF YOU'RE WITHIN THREE SUBSTRINGS OF YOUR INTENDED SUBSTRING THIS LOOP AT 300 WILL JUMP OUT OF THE BINARY SEARCH AND LOOK ONE SUBSTRING AT A TIME.

```
220 IF TEMP$ <> INFO$ ((HALF-1) * 10+1,
          (HALF-1)*10+LNGTH) THEN 250
```

HERE'S THE FIRST COMPARISON. "HALF" IS THE HALFWAY DIVISION POINT, SO INFO$((HALF-1)*10+1,(HALF-1)*10+LNGTH) SHOULD EQUAL THE SUBSTRING FOUND HALFWAY THROUGH THE MAIN STRING!

```
230 P=HALF
240 GOTO 340
```

Line 240 assumes you either made a match or couldn't find the substring in the area you expected to find it. In either case you go to 340 to print that you couldn't find it, or to print it.

```
250 IF TEMP$<INFO$((HALF-1)*10+1,(HALF-1)*10+LNGTH)
```

Line 250 is the next comparison. It tells the program if your substring is above or below your first division and comparison.

```
260 SECOND=HALF+1
```

If TEMP$ was greater than INFO$ in the comparison then it drops down to line 260 and makes "SECOND" equal to HALF+1. This kicks your next comparison up into the second half of the main string. In this case look at line 200. "SECOND" is now one more than the original "HALF"; "FIRST" hasn't changed.

Checking out the SX212

For those of you who prefer to have the Atari "Fuji" symbol on all of your computer equipment, here's a 1200 Baud modem just for you! This little jewel (I refrain from saying GEM so as not to make you think that this is an ST only product) has been talked about in magazines and newsletters since last January, but lo and behold, another potential vaporware product has passed into reality! As is, the SX212 can be used with either the ST or the 8-bit (using an R: handler and proper interface). The SIO direct connect for the 8-bit and software being written by Keith Ledbetter (SX-Express??) are yet to come. As I mentioned last issue there was a great review in the SLCC Journal that gives a hands-on report of how the modem handles. The following is taken from the October issue of the SLCC Journal, written by Bob Woolley:

For those of you with no modem, or a SIO connect 8-bit modem, or a 300 baud modem (leave anybody out?), Atari has got a great new product for you - the SX212 1200 baud modem. It has a standard RS-232 interface for those users with an 850, or an ST, or a P:R: Connection and an SIO connector for those 8-bitters who lack an RS-232 box. It is Hayes compatible and even has a nice row of LEDs across the front of the unit to keep you informed of its status (High Speed, Auto Answer, Carrier Detect, Off Hook, Receive Data, Send Data, Terminal Ready, and Modem Ready). The best thing about this guy is that it only costs $99.95 - List Price. A product of increasing integration, it is another level up on the path to single chip, 1200 baud, modems - much like the 300 baud XM301 that preceded it.

I can remember my first RS-232 modem. It was also Hayes compatible, which seems to mean that it has to have 6 million switches set before your computer will talk to it. Not the SX212. Absolutely nothing to set on this guy. Move it from your 8-bit to your 16-bit system.... works just fine with no switch juggling. Aren't any to mess with anyway. My X-Ray Vision tells me that there are jumpers inside, but it isn't something the average guy is going to fool with. I tried the 212 on my ST with FLASH. Although I am not any kind of TP expert, the modem worked just fine. It seemed to be perfectly happy with XModem downloads and such. Even the operator trying to interrupt my call didn't bring down the modem. Lots of garbage, but carrier stayed up. This is exactly what the computer industry needs - an affordable product that you just pull from the box and run!

When it can to my 8-bit system, I hit a little snag. Since the modem would connect to the SIO port, it has to either emulate an 850 and the Hayes modem, or not emulate an 850 and not work on my 8-bit. Guess which one I got?? Works just fine on the P:R: Connection as a Hayes (khew that since it worked on the ST). Didn't work at all as an 850. I tried a Status command to every address on the SIO buss and got no response from the SX. One thing for sure, no

matter how it works, the modem requires a handler. Some devices load their own handler and some programs replace them with the handler that the program wants. So, without a handler, I had no chance to make the thing work. If the device didn't even talk to the CPU on the SIO buss, how could the handler talk to the modem? The XM301 modem came with an excellent communications program and plenty of documentation on disk to fully describe the handler necessary for that device. I quickly learned that an SIO cable (which is not included in the box - for obvious reasons. You can't use the SIO feature without the handler) and a version of EXPRESS will become available from Atari at some future date. I should hope so. Not requiring a P:R: Connection or an 850 can save an 8-bit user as much as the cost of the modem itself. This is one of the greatest assets of this device, the ability to run without additional interfaces. Needless to say, this was most discouraging. Maybe a little hacking could help?

There was (is?) a company called Advanced Interface Devices that made a simple RS-232 adapter for the Atari SIO buss. Since the SIO is already a serial buss that can be programmed to operate in almost any mode, they thought they could just write a handler and wire up a cable that would suffice for RS-232 operation. They produced the R-Verter and managed to do exactly what I described - run the SIO as an RS-232 serial interface. With this in mind, and a little more X-Ray Vision, it appeared that Atari was using the same method on the SX212. There is a two chip modem set, a couple of RS-232 receiver/driver chips, an audio amp, an LS logic chip, and some sort of clock generator inside this modem. It would be very unusual for a modem chip set to be able to talk to an Atari SIO buss directly (the XM301 uses a microprocessor to operate as a modem and to talk to the buss). So, I had to conclude that Atari used the R-Verter approach. Close inspection of the SIO pins indicate that the -Command line (pin 7) is not even connected in the SX212. No way to do SIO without that pin. No SIO means an RS-232 emulator. The only one that I am aware of is the AID R-Verter.

So, I logged on to CompuServe and looked for an R-Verter handler in DL2. Luckily, I found exactly what I needed in a file called RVHAND.XMO. It is an R-Verter handler that has been re-compiled for use with HOMETERM. Following the RVHAND.DOC file, I created a copy of HOMETERM that would run on the R-Verter. Booted up on my SX212 and got the 850 status screen. Even though the modem is directly connected, the program thinks it is talking through an 850. All the commands that I needed worked just fine on HOMETERM - downloads, disk directories, pauses, everything! Tom Neitzel has passed on the word that the same handler will allow the SX212 to run Amodem 7.4, a program that I am not familiar with, but is very popular. I have not tried to replace the handler in EXPRESS with the

Game Review:

BUMPER POOL (8-bit)

Public Domain

by Keith Hansen

Bumper Pool is a compiled TURBOBASIC computer simulation of the tabletop classic. For those who aren't familiar with the "real" game, it's played on a rectangular surface with little pool balls and cues. In the center of the table are bumpers: like little spools between you and the other side. There are only two pockets on the table. One behind you, and one behind your opponent. The objective is twofold: first, knock all five of your pool balls into the opponent's pocket and second, prevent them from knocking theirs into your pocket. In the "real" game you're dependent on your ability to judge angles and hit the balls just right. It's a little different in the computer game.

This is a two player simulation with a two dimensional table. You have five balls each just like in the real game, but control is via joystick rather than cue stick. You get three choices when it's your turn. 1) Which ball to hit. 2) Which direction to hit the ball (8 choices - north, east, west, south, north east, south east, south west and north west). Choices are represented by an arrow that changes angles when you click the joystick up. 3). How hard to hit the ball - from 1 to 9. So you choose a ball, decide which direction and how hard to hit it, then press the fire button. Away it goes! Really a simple concept, but it gets complicated quickly by the bumpers in the middle of the table (which keep you from shooting straight into the enemy pocket from your side) and your opponent. If they're paying attention, they'll leave at least one ball on their side of the table to knock you away if you get close to scoring. My oldest son was especially obnoxious about that. He took great delight in knocking my pieces back to the other side of the board!

In concept, this is a pretty simple game. It's execution is well done and we enjoyed playing it. The graphics and sound aren't particularly advanced and there isn't any kind of scoring other than "left side wins" or "right side wins". But the kids really liked it!

BBS

Checking out the SX212
(Continued)

R-Verter code. I don't think that task will be as simple as re-compiling the code, since EXPRESS seems to use all available memory. None the less, those 8-bit users who own SIO connect 300 baud modems can upgrade to the SX212 and start tele-computing immediately with Amodem or HOMETERM.

The manual states that the modem cannot be used on an 800XL with a cassette recorder. The motor line is fed into the modem and is grounded through a 680 ohm resistor. This appears to upset the 800XL and the rest of the Atari line in this respect, so expect this restriction to apply to all 8-bit models.

A suggestion is made to place the modem on top of your disk drive and the phone on top of the modem. Some telephones have magnets in them - put it someplace else if you are not sure. Some disk drives generate considerable heat, while the SX212 seems very cool. I put my modem under my drive, leaving the vents on top of the drive clear for good cooling.

The bottom line on this modem is that it is a great value for the money, performs well and can be used on either 8 or 16 bit systems with a minimum of expertise. The 8-bit software is not yet available from Atari, but even that can be fixed for the time being. No modem offers you so much for so little. Don't overlook this bargain!!

Beginning BASIC (continued)

```
270 GOTO 200
280 FIRST=HALF-1
```

Line 280 does the same thing as line 260 only it kicks you down into the first half of the main string. "SECOND" remains the same, but "FIRST" is now one less than "HALF".

```
290 GOTO 200
300 FOR LOOP=SECOND TO FIRST
```

This is the loop that compares string to string once you're withinthree substrings.

```
310 IF TEMP$ <> INFO$((LOOP-1)*10+1,
     (LOOP-1)*10+LNGTH) THEN 330
320 P=LOOP
330 NEXT LOOP
340 IF P<>0 THEN 370
```

Random Thoughts

Just read a little blurb in the M.A.C.E. Journal about all the public domain "Monopoly" games floating around (on both 8-bit and ST). It seems Parker Brothers claim that they are NOT public domain, and are in fact an infringement of their copyright. They claim the use of the name "Monopoly" and the board design and method of play are their exclusive rights and all of these public domain programs are liable for copyright infringement. Golly gee, Ma, next thing you know the playing card folks will be out to get us because our PD Poker games have the "look and feel" of playing card games!

On another happy note, our BBS crashed for the 3 millionth time this last week. It is becoming quite a hassle for Keith. Be prepared to have a discussion about alternative BBS software at the next meeting. We are presently using a public domain version of FoReM for the MPP-1000. It would be nice to get BBS EXPRESS (by Keith Ledbetter). Any of you who have used any of Mr. Ledbetter's EXPRESS programs know that he puts out GOOD stuff. Cost would be about $40.

Please, PLEASE, if you haven't paid your dues yet, do so! All who have not renewed their dues by the December meeting will stop getting the newsletter. Now don't use that as an excuse to not pay until December. We all know what wondrous holiday comes in December that takes every last dime (and more, if you succumb to the twin plastic sirens -- VISA and MasterCard), so pay your WACO dues at the November meeting while you still have cash!

While on the subject of monthly meetings, the November meeting will be a week early due to Thanksgiving. Rumor has it that there will be a demo of "Gauntlet" on the ST. GAUNTLET was a highly popular game in the Arcades this last year or so, and I've heard that the ST translation is quite good. That's November 21st at 2:00 P.M. in the Library auditorium, 2nd floor, Ward Edwards Library, CMSU, Warrensburg, MO 64093 (intersection of South and College Streets) [latitude appoximately 93, longitude approximately 39] {Take a left at Alpha Centauri, go four light years, its the third planet from the medium sized yellow star... looks like a big blue marble... aw, you can't miss it!!!}.

And how about the December meeting? Due to Christmas Break, it will also need to be early. Two weeks early, as in December 12th. Mark you calendar now! How does a swap and shop meeting for December sound? Bring all of the old hardware and software that you don't use anymore to the meeting and maybe someone else will like to buy it. Or maybe you can get yourself an early Christmas present. I know that there are some folks that have gotten STs that have some 8 bit stuff (like computers, drives, modems, etc.) that could all use a new home. This can be another topic for discussion at the November meeting. Only original software,

no pirated stuff! We can also discuss a percentage of the sales going to the club (say 10% ??).

Disks for sale! Yes, we still have blank 5 1/4 AND NOW 3 1/2 disks for sale. $5.00/10 for the 5 1/4 and 3 1/2 go for $1.25 each. A bargain for you, and the club makes a little money, too (which helps us to buy blank disks to use for the Public Domain software libraries). And remember, you can get free disks, blank or public domain filled, by accumulating points (see the October issue). Making points for this month (by contributing to the newsletter) are: Keith Jackson, Keith Hansen, and Les Lynam -- Heroes ALL!!! Deadline for the December issue is December 1st, so start writing NOW!

If all went as planned, (I don't know as I write this) this was put together on an ST using Publishing Partner and printed on a Star Micronics Signature Series NB24-15 24-pin printer. Copy was written on STs, 8-bits, and (shudder) an IBM. Then all of the copy was gathered onto an IBM 5 1/2 diskette, taken to the SIC lab and transferred to an IBM 3 1/2 diskette which could be read directly from an ST (did you know that??). This will hopefully not need to be done again, as Keith Jackson should have his modem cable for the ST any day now, and articles will be downloaded from the BBS straight to the ST, like any normal Atari newsletter should be done!! This was also copied on a home copier by Ted Leonard (a new to the area, straight from Minnesota ST and XE owner). Thanks, Ted!

That will do it for this month. See you next time.

Randomly Yours,
= = = =---> Les Lynam •••

Note:
　　All did not go as planned. My 3 1/2 week old 1040ST had a hardware failure. It took a while to determine that it was the computer causing the trouble and not the much manipulated data for the newsletter. Oh well, even an Atari will fail every once in a while. This is my first time for a major hardware failure in 7 years of owning Atari equipment. I guess that is pretty good odds.
　　A very big thanks goes out to Linda Medaris for allowing me to use her 1040ST to finish the newsletter! I recommend that she also receives points for contributing to the newsletter. She saved the day!!!
　　Just before my computer failed, I received my back-ordered modem cable. I logged on to the Atari BBS in Sunnyvale, CA. Among the information on the BBS were some press releases from COMDEX. Atari did announce the CD ROM machine again! Hopefully this is not another piece of vaporware!
　　Have a happy Thanksgiving!

Keith Jackson

Beginning BASIC (continued)

"P" is set at line 230. If you found your substring then "P" will not equal 0 and the program will jump to line 370 and print the data. If not it drops to the next line...

```
350 ? "DATA NOT FOUND"
360 GOTO 150
370 ? INFO$((P-1)*10+1,P*10)
380 GOTO 150
```

So that's pretty neat. You can type in 10 names then find them in the substring. Sort of boring actually. What you really need to do is include more data than just a name, then be able to search on the name and have the program print all the data! Say, include an address and a phone number with the name. But this article is too long already. So next time I'll give you a couple of easy modifications that will allow entry and search for more data. Then we'll worry about sorting so you don't have to enter the information alphabetically!

NOVEMBER MEETING:

SATURDAY, NOV. 21

2:00 PM IN THE

WARD EDWARDS LIBRARY

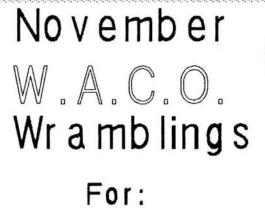**DECEMBER MEETING:**

SATURDAY, DEC. 12

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DECEMBER NEWSLETTER

DEADLINE: DEC. 1ST!

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